NES—P9—USA★

JALECO™

Pinball Quest

INSTRUCTION MANUAL

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

THANKS FOR BUYING PINBALL QUEST FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

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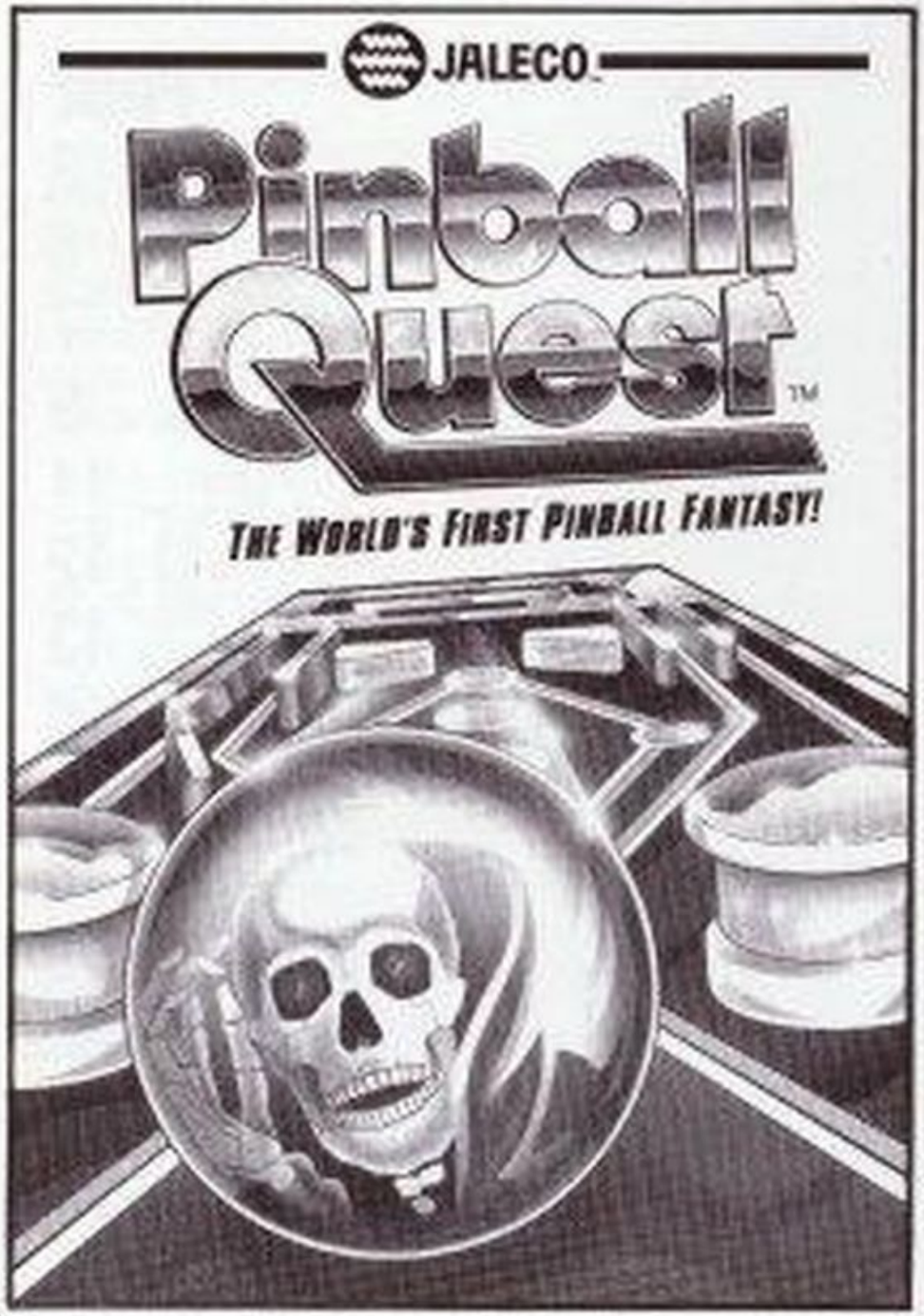


THE GAME

Prologue: The castle door lies just to the north, exactly as the soldier's ghost had described it. He said the door led to the stronghold of the Princess' captors...and great luck! It appears to be unguarded.

But wait! Something is stirring in the dirt in front of the door!

Skeletons!!! And they're armed to the teeth!!!

Quickly you roll back towards the flippers and brace for the impact. THWONNNNG!!! The flipper sends you hurling towards the evil ones. SMASHHHHHH!!! Your hard silver body hits the skeletons hard—bones and dust hurl in all directions.

The skeletons defeated, you head towards the door...but then, the bones begin to stir...

Pinball Quest is four pinball games in one, each with its own unique theme.

ROLEPLAYING MODE (OR RPG MODE)

takes you on a one-player adventure in a six level castle. You must use your silver ball to defeat the evils that lurk within, while earning gold that can be used to purchase more powerful flippers and all-important stoppers to aid you in your quest.

POP! POP!

allows up to four players to compete in a fast-paced pinball game with a sports theme.

CIRCUS

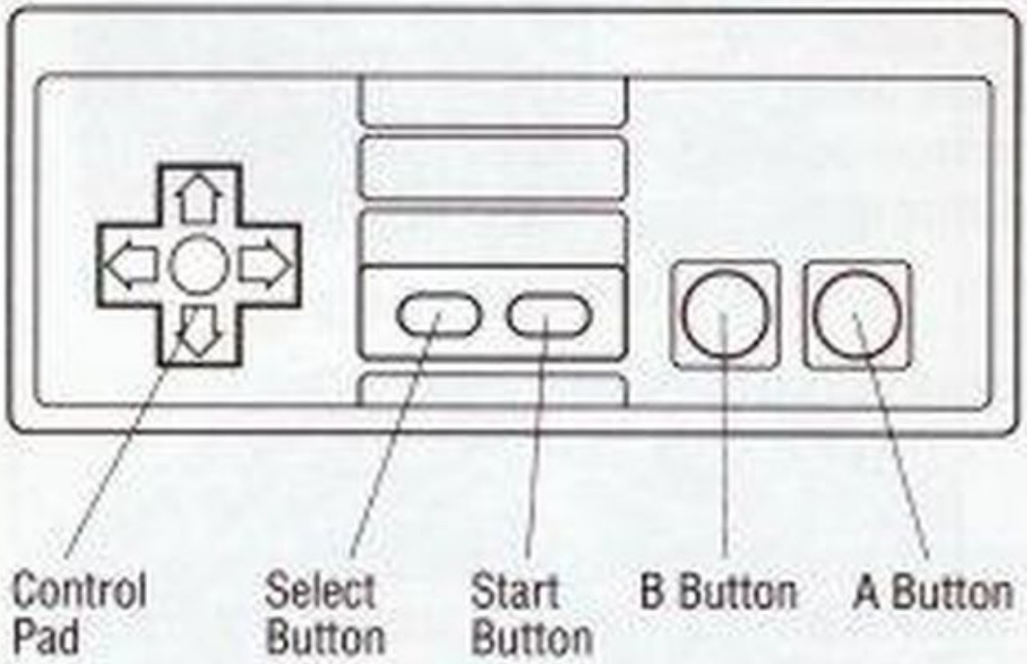
is another one to four player pinball game featuring a special "bonus" game and a slot machine built into the game. The slot machine rewards players with extra scoring features, special gates, and bonus game play for matching three similar symbols.

VIVA! GOLF

lets up to four players compete on a golf course shaped pinball machine, complete with sand traps, water hazards, and pesky gophers.

HOW TO PLAY

- **Basic Controls**

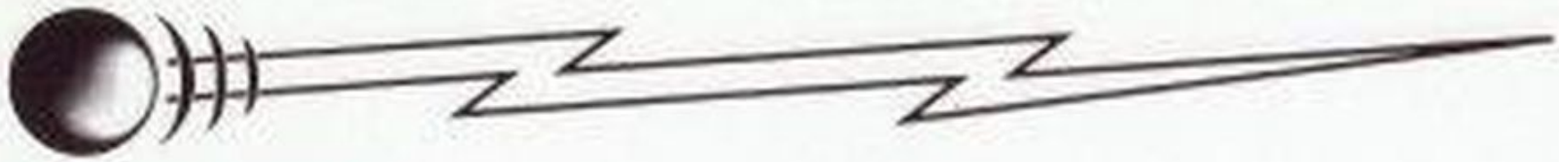


FLIPPERS (CONTROL PAD)

- Press the **left arrow** to use the left flipper.
- Press the **bottom arrow** to move the flippers down.
- Press the **top arrow** to move the flippers up.

START BUTTON (PAUSES GAME)

- A Button: Press the A button to use the right flipper.
- B Button: Press the B button to shake the machine.



GAME SELECTION MODE

CONTROL PAD

Use the control pad to select the game and the player mode (1-4 players)

A BUTTON

Press the A button to make your choice

B BUTTON

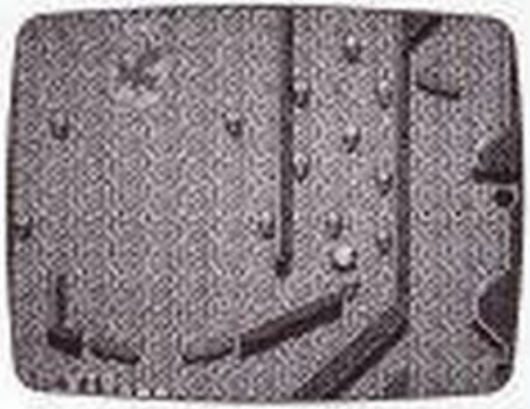
Cancels selection

ROLE PLAYING GAME—THE CASTLE

The Castle is a pinball game different from anything you ever played. Your goal in The Castle is to rescue the Princess Bali, who has been kidnapped by Beezelbub, dark lord of the machine. Beezelbub has taken the Princess to this castle, and is holding her captive in his throne room. He plans on marrying her in three days. What a lucky girl!

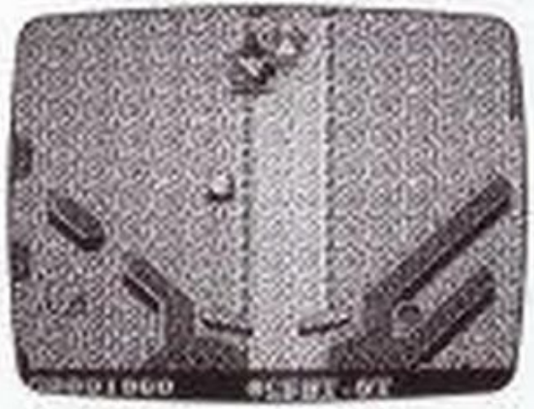
To rescue the Princess, you must travel through six levels of graveyards, dungeons, rivers, and finally to the throne room of Beezelbub.

SCREEN GUIDE



1. Enemy Power—Must be reduced to 0 to defeat enemy.

2. Attack Strength Meter—Attack power vs. an enemy. When you hit an enemy with the silver ball, the amount of damage inflicted is determined by this meter. When your ball falls to a lower level you lose half your attack strength.



1. Gold—You accumulate GOLD rather than points when you defeat enemies and hit bumpers and other obstacles. Spend this gold on more powerful flippers and special ball stoppers that can be used on any level (see SHOPPING IN THE BLACK MARKET).

2. Flipper/Stopper Inventory—A listing of the flippers and stoppers you have purchased and have not yet used.

SPECIAL CONTROLS

Flipper controls and machine shake button function in the RPG mode as they do in Circus, Viva! Golf and Pop! Pop!.

SHOPPING IN THE BLACK MARKET

The Black Market is run by evil imps with little patience for do-gooder pinballs.

Purchase flippers and stoppers by hitting the A button when the pinball icon is next to "purchase." Next, choose whether you wish to purchase a "flipper" or a "stopper" and press A.

Choose the flipper or stopper you wish to purchase and press A. You may continue to choose items to purchase until you no longer can afford to purchase anything. However, you may only have four items in inventory at any one time. Hit the B button when you are through shopping.

Steal—When you are short on gold, sometimes "steal" is your best option for acquiring expensive flippers and stoppers. To attempt to steal, move the pinball icon to the "steal" command and press A. If successful, your four item slots in inventory will be filled with flippers and stoppers. If unsuccessful, you will lose half your remaining gold.

Leave—When you're through in the Black Market, select LEAVE and press A; you will continue on your quest.

FLIPPERS AND STOPPERS

Single St. (Single Stopper)—500 G.: Side stopper (either right or left). Will only stop the ball once, then will disappear.

Floor St. (Floor Stopper)—2,500 G.: Side stopper (either right or left). Will function until level is completed, or the ball drains to a previous level.

Perman St. (Permanent Stopper)—30,000 G.: Side Stopper (right and left simultaneously). Can be used over and over again. Must be selected and activated on each level.

Center St. (Center Stopper)—8,000 G.: Bumper that sits at bottom of level, between the left and right flipper. Can be used until a level is complete, or the ball drains to a previous level.

FLIPPERS

Strong Fl. (Strong Flipper)—40,000 G.: Powerful flippers that increase the amount of damage done when hitting enemies with the ball.

Devil Fl. (Devil Flipper)—50,000 G.: Most powerful flippers available, but very erratic. When you least expect it, they might not work.

Once flippers are activated, they can be used from level to level.

HOW TO USE FLIPPERS AND STOPPERS

Upon entering a new level, press the SELECT button to freeze the game and bring up the item selection screen. Move the pinball icon next to the item you wish to use, and press A.

Sometimes, you must choose whether a stopper will be placed on the right or the left side of the level (Single Stopper and Floor Stopper only). Move the pinball icon next to your choice and press A. Press B to reactivate game.

YOUR GUIDE TO THE CASTLE

LEVEL 1/PART A

1. This tomb holds the remains of a deceased hero, a former captain in the King's army. Pay close attention to what his spirit tells you.

2. Once the tomb in front of this gate has been destroyed, this gate may be opened by hitting it with your silver ball. The passage leads to the upper portion of the level.

3. The Captain's Spirit—If you get within earshot, he will tell you his story.

LEVEL 1/PART B

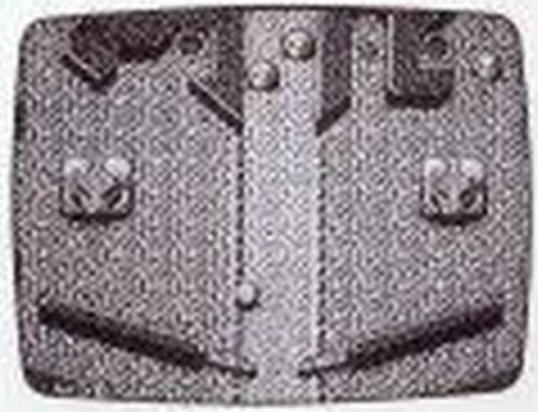
1. Skeletons—These guys look like they have a 'bone' to pick with you. If you think getting by them is going to be easy...think again!

2. Kick hole.

3. Kick hole—The only thing between you and the lower level.

Key to Level 1: Once the skeletons have been destroyed a number of times, the 'boss' skeleton will appear. Reduce the boss skeleton's power to zero and he will leave behind a key. Lucky for you it's the key to the castle.

LEVEL 2/PART A

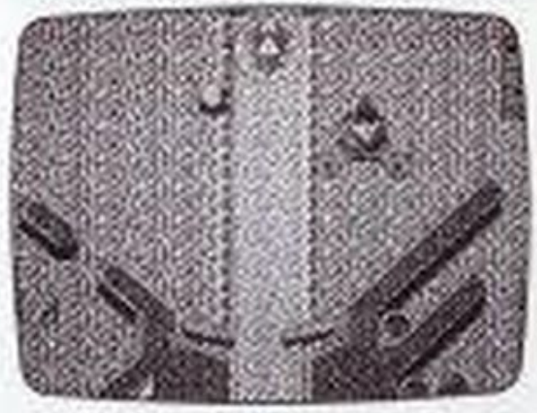


1. Multi-kick hole—Hitting your ball into any of these kick holes will send it to the top.

2. Nailing this spider will knock out the right demon bumper.

3. Demon Bumpers—Need we say more?

LEVEL 2/PART B



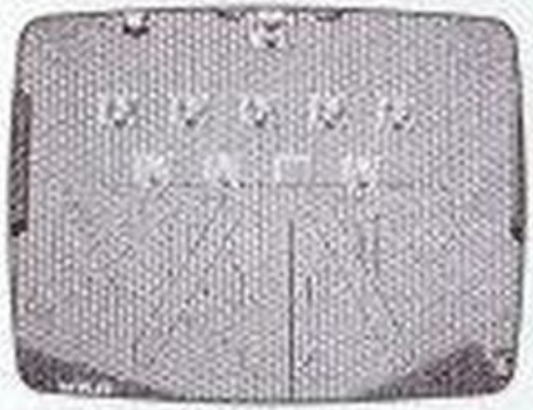
1. Ziffroo the Witch—Evil Sorceress guarding the gate to the next level. She's mean. She's nasty. She could use a good hairdresser. Watch out for her magic spells—they'll paralyze your flippers.

2. Demon Dogs—Ziffroo's little pets. These mutts will encircle Ziff when you attack, getting in the path of your ball.

LEVEL 3/PART A—GOBLIN LEVEL

1. Goblin Kids—This mischevious pair want your shiny silver ball—it looks like a great toy! Depending on their mood, they will hurl the ball back at your flippers or, if you're lucky, take it to the upper part of level 3.

2. The Buggy—This car will carry your ball to the upper level. Sometimes the goblins will put your ball in the car for you. Sometimes you're on your own...



LEVEL 3/PART B

1. Goblin Guards—Some guards! These guys couldn't guard a piggybank with a machine gun. They're quite stationary—they won't attack you or move to defend their king. They just stand there—wide-eyed and stupid looking. But they do serve a purpose—they block you from attacking the Goblin King. And the Goblin King blocks the door. Hit the guards a couple of times and they'll turn to statues. Then, on to the King!

LEVEL 4/PART A

1. Toitles—These slow-moving creatures will get in the way of your ball. Sometimes you can use their hard shells as bumpers to deflect your ball into the right kick hole.

2. Kick Hole #2—This kick hole will project your ball towards the wheel o' luck.

LEVEL 4/PART B

1. Wheel O' Luck—A. This hole sends you back to the bottom left.

B. This hole sends you up the river in one of the many boats that travel continuously around the level. This is the hole you want!

C. This hole sends you back to the bottom right.

LEVEL 4/PART B CONT.

2. The Boats—These boats will transport your ball to the hall of the Dark Knights. Unfortunately, some of the boats are being rented out this weekend for the wedding of Beezelbub, Dark Lord of the Machine. So the owner of the boat rental agency, being the crafty businessgoblin that he is, has substituted a few second-hand tubs, hoping his customers won't notice the difference. Trust us... you'll notice the difference!

3. The Hall of the Dark Knights—Six statues of knights reside in the upper portion of this level. An evil spirit also lives here, and will animate the statues, one at a time. You must defeat all the knights to go on to the next level.

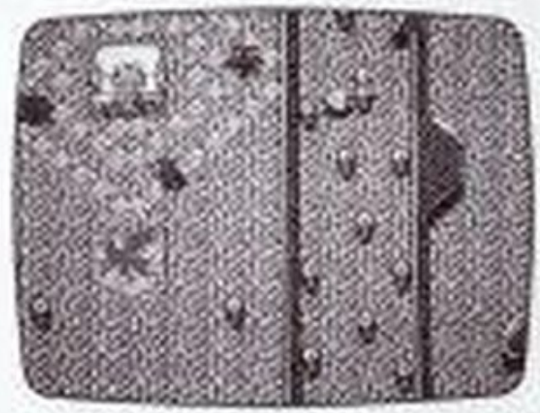
NOTE: Beware of the Knight's swords. They will reduce your attack strength and paralyze your flippers if you are hit.

LEVEL 5/PART A—HARPE LEVEL

1. By moving the flippers carefully, you can get the ball up the passage on the right.

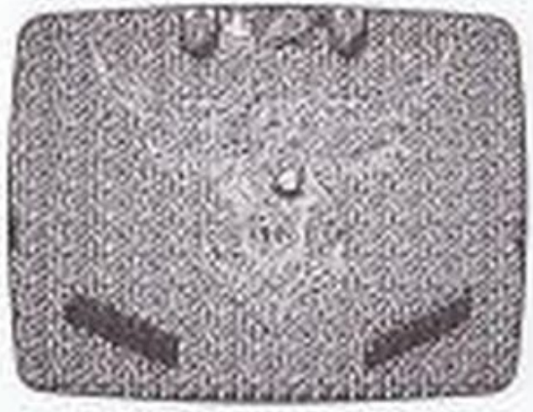
LEVEL 5/PART B

1. Demon Guards—All the demon guards must be defeated to save the Princess.



LEVEL 6/BEEZELBUB, DARK LORD OF THE MACHINE

1. This is it! The lair of Beezelbub, Dark Lord of the Machine. Are you ready for the final battle?



2. A special spell keeps Princess Bali trapped in the symbol on the floor.

POP! POP!

Pop! Pop! is a pinball machine with a sports game theme. Within the game is a bowling pin setup, and a billiards table. By knocking over the bowling pins, and sinking the billiard balls, you can achieve special bonuses, and plenty of points.

Pop! Pop! can be played by up to 4 players. Player's 1 and 2 use controller 1, players 3 and 4 use controller 2.

SCORING FEATURES

During play of each ball you can achieve the following bonuses (All bonus features reset after a ball drains):

1. Knocking out all six bowling pins opens up drop hole in jukebox.

2. Drop hole in jukebox leads to billiards table.

3. Billiards Table–1st visit adds 1,000 points to score, sinking all 4 red balls adds 10,000 points to score. Move "aim" arrow by pressing left side of control pad. Press A to shoot ball. You have 5 turns left to sink all the red balls (without sinking cue ball).

BONUS SCORING

1st time sinking 4 red balls–10,000 points per ball sunk + center stopper.

2nd time–30,000 points per ball sunk + lights EXTRA BALL lane.

3rd time–100,000 points per red ball sunk.

4th time and after–1,000,000 points bonus.

VIVA! GOLF

Viva! Golf puts you on a gopher-infested course. Your silver pinball and flippers are your only defense against these pesky creatures. Knock out the gophers when they peer out of their holes, then head to the top to get rid of the large gopher residing in the upper middle hole.

SCORING FEATURES

1. Hit the four gophers to activate upper hole.

2. Put ball into upper hole—big gopher will surrender—you will receive 10,000 points bonus and EXTRA BALL lamp will light at flipper gates. 2nd time—30,000 points bonus, 3rd time—50,000 points bonus, 4th time—100,000 points bonus.

CIRCUS

Circus is a fast-paced pinball game featuring a slot machine and a special bonus level.

SCORING FEATURES—UPPER LEVEL

Light all four upper gate lamps, bumpers change from 100 points to 500 points.

Knock down 4 targets, then target with indicator, gates 3 and 4 change from 1000 points to 5000 points.

CIRCUS CONT'D

LOWER LEVEL

Hit ball into hole 1 to activate slot machine.

SLOT MACHINE

3 Seals = Extra Ball Lamp

3 Cherries = Opens gate

3 Plums = Changes bumper score from 100 to 500

3 Gold = Passage to bonus game opens

3 Clowns = Other 4 bonus features are all activated

BONUS GAME

Throw the balls at the animals. Avoid hitting the girl being chased. Avoid being hit by balls dropped by the animals.

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Nintendo Entertainment System,® and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name _____ Age _____ Male/Female _____

Address _____

City _____ State _____ Zip Code _____

How did you get this game? ☐ bought it ☐ got as gift

How many games do you own for your Nintendo? _____

How long have you owned your Nintendo? _____

Does your Nintendo have any other accessories? _____

☐ gun ☐ power glove ☐ power pad ☐ other joystick ☐ U-force

If you own another joystick for your Nintendo, which one is it, and why did you want another stick? _____

What kind of games do you like to play on your Nintendo?

☐ role-playing ☐ movie hits ☐ arcade titles ☐ sports games

☐ war games ☐ adventure ☐ driving games

How often do you play your Nintendo?_____

Do you ☐ play alone? ☐ with friends?

How do you learn about new games for your Nintendo? ☐ friends

☐ advertising ☐ call Nintendo ☐ call other companies ☐ from TV

Which TV shows do you watch?_____

Which magazines do you read?_____

_____

Which movie did you last see?_____

Do you have any brothers?_____ how old?_____

Do you have any sisters?_____ how old?_____

Thanks for answering our questions and telling us about yourself and what you like to play. Return this form to:

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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